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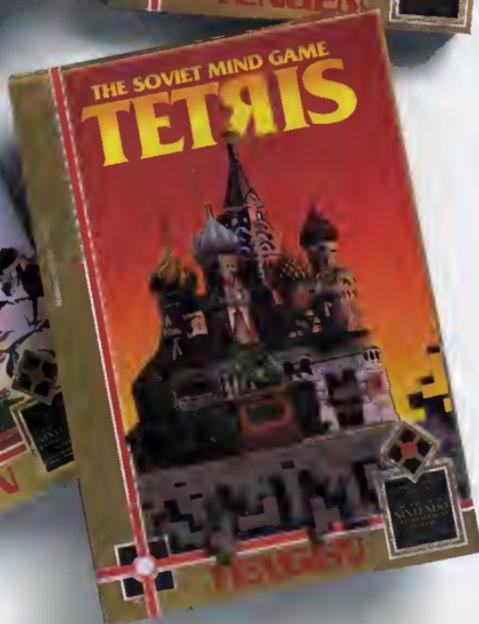
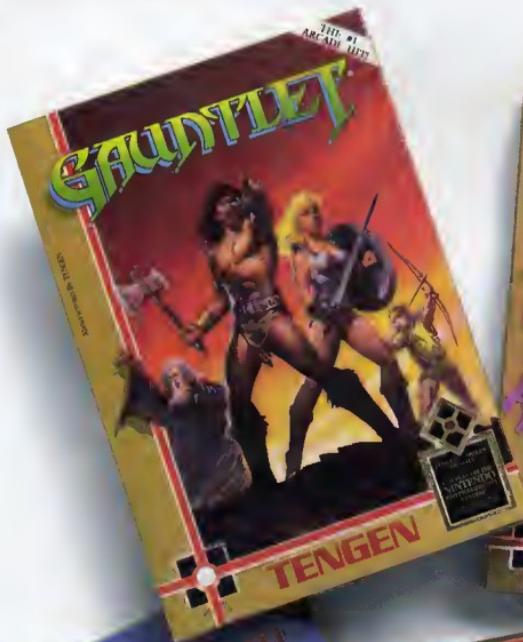
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You better stop reading now or you're liable to overheat from sheer anticipation.

Save some of that energy for running to your local dealer so you can play the games today!

## TENGEN

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**TOP SECRET**

From the Editors of  
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## GAINING THE WINNING EDGE!

Welcome to this very special edition of Electronic Gaming magazine! Inside these pages you'll find all the fire power you need to overcome the toughest challenges on fifty of the hottest Nintendo Entertainment System games! We're not talking about lame tips that tell you that the secret to winning is "not to get hit" either! These are the secrets tricks that warp you ahead, make you invincible, power you up, and let you continue on to higher levels of play!

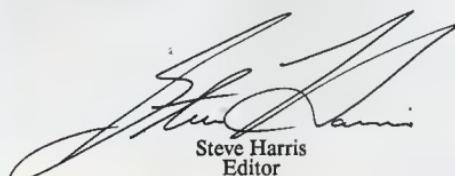
The U.S. National Video Game Team has spent almost two years compiling, recording, and testing the secret tips contained herein. And they've gone to great lengths to insure that all of these tips will let you get more out of your games!

Not only will you find secret codes that advance you to the last boards with every power-up available, you'll also find special tricks that allow you to change Samus into a woman in Metroid, release Mighty Bomb Jack in Solomon's Key, or list all of the designers and programmers of Mike Tyson's Punch-Out! With this special guide you can improve your scores, get further into the games, and strut your stuff just like the U.S. National Video Game Team!

But wait! There's still more! You'll also find an in-depth article on phone counselors and these champions can help you blast your scores even higher! A complete listing of all of the phone counselors, as well as the numbers you can call to reach them, can be found in this very special issue!

Any way you look at it, you've got the number one weapon in the ongoing fight for higher scores right at your fingertips! Have fun with the games and don't forget to subscribe to Electronic Gaming if you want more tips and tricks like these (not to mention fantastic reviews of the latest games and previews of the hottest upcoming titles and 16-Bit game systems) beamed to your front door each and every month! It's the only way you can be absolutely sure that you're completely on top of the wonderful world of Electronic Gaming!

Have fun with this mag and go get those high scores!



Steve Harris  
Editor



## One great quarterback



You check-off the play at the line of scrimmage and call for a quick pass to the tight end. He breaks it for a T.D.!

It's not the SuperBowl, it's the super new video football game for Nintendo Entertainment Systems, John Elway's QUARTERBACK™! So real you see the game like a quarterback does, from the line of scrimmage. You call the plays, you beat the blitz, you make it happen.

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They're coming!

## deserves another.

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# THE FACES BEHIND THE PHONE LINES

**Has Ultima got you stumped?  
Having problems getting Simon through the Castlevania quest?  
Don't give up - there is hope!  
Answers to almost all of your gaming questions are only a phone call away!  
You can dial many of your favorite game companies and get the latest tips and info from best video hot shots around!**

**F**or the four hundredth time you've attempted to fight you way past the seemingly indestructable Boss on level eight, and each time your character gets sent to the express elevator out of Nintendoland. You finally work up enough nerve to call the long distance help number you saw in the back of the manual. Three minutes later, equipped with a few tips and some secret information, you're calmly blasting your way past the once-invincible Boss, on to the final level and new and darker secrets!

Who are those people on the other end of the phone? How did they get so good at video games? What are their jobs really like, and how did they get them?

First of all, these champions are called "Game Counselors" or "Technical Support Representatives" if they are also required to answer questions that pertain to inoperative or defective hardware. Most of them are around twenty-three to twenty-eight years old, although sometimes you'll encounter a game counselor who is well into his forties. Regardless, there is usually one factor that all game counselors have in common: they love video games!

"That's a prerequisite for working at VIC TOKAI," explained their game counselor, Tom Grice. "I always played games when I was a kid. I was a game fanatic! I never thought I'd be making money at it though!"

Tony Van, the main man at Activision, mentioned the importance of being knowledgeable on as many different

systems as possible. "You've got to be familiar with all the systems. If it's just video games, it's not too difficult. For computer-related systems, which is the bulk of my job, I have to know each system, what hardware it can accommodate, what it doesn't have, and how people can buy it. We have to know what will happen in certain operating systems, what those errors mean, and how we can go around it."

While many companies employ their own game counselors, Nintendo is definitely king of the hill in this area. Their operation has more than 90 people working phone lines and answering more than 25,000 calls each week! Not only can the Nintendo counselors answer questions about Nintendo's own games, like Metroid, Punch-Out!, and Zelda, they also have a wealth of valuable info on games produced by the 36 Nintendo licensees!

While we all know that phone counselors can be extremely helpful in beating the games, especially the more involved RPG titles and quest adventures, what exactly are the qualifications needed to become a phone counselor? How do these people end up in the positions they're in?

Jennifer Pascal at Acclaim Entertainment gave a very frank description of how she wound up as one of their game counselors. "When I started working here, I was mainly doing a lot of filing and secretarial work. While I was using the FAX machine, I would have to wait a long time for the transmissions to finish. I would wander over to the video

games area and play games until the FAX machine was finished." Her superiors quickly realized where her true talents ran and switched her to game counseling.

Robert Leitgeb wandered into game counseling in a similar fashion. He was initially an assistant sales manager at Tecmo, Inc., and he began to play more and more of the games from his company. "Everybody just started referring game questions to me because I started figuring out the games. It was more or less just handed to me," he continued. "So I guess I made my own fate by playing the games so much!"

Just as Robert continues doing double duty as game counselor and sales assistant, many other people combine counseling and technical support jobs with other company responsibilities.

Patrick Bennett, who works at Konami, acknowledges that many of his counseling duties carry over into other areas. "A lot of my job is phone contact with players, and answering mail on a daily basis. But I'm also involved in our computer software department. Testing our software and Nintendo games at the same time."

Mark Margulies, the man with the answers over at SNK Corporation, not only answers phone lines and the incoming customer mail, but also puts out a free monthly newsletter, with reviews and interviews in each issue. (You can get your free copy by writing to Mark at SNK, 246 Sobrante Way, Sunnyvale, California 94086).

Tom Popelka, meanwhile, assists as technical support rep at HAL America, when he's not operating as Vice President of Marketing or overseeing construction of the company's new offices.

Tony from Activision gives a good description of an average day for a Game Counselor, "My position is technical support representative. We're on the phones from 9AM to 4:30PM every day, and we're taking all the technical calls. But we do all sorts of other

things besides answering phone calls though. We have to figure out the questions when they come through, and if it's something we've never run into before, we have to test for it to make sure it's not a problem with their system. We also do different kinds of testing on the products as they become available, and make suggestions as to what would be helpful or how the games may be improved."

"It's more than just sitting in front of a television screen playing games all day," remarks Byron Cook from Tradewest. "Really I'm a Product Manager (overseeing the development of new games), but I do the game counseling as well."

As Patrick, the game counselor at Konami points out, "As a game counselor your job is to assist the players and help them get through the game - to make the game more enjoyable. So they'll call up and ask if you have tips on the game. You try to give them a piece of a hint here, a part of a clue there. You have to allow them to think a little bit for themselves. You don't want to tell them exactly how to do things, but you give them hints and clues to allow them to do it for themselves."

Donn Nauert, a member of the U.S.

National Video Game Team and phone counselor for FCI agrees that giving clues is better than providing a walk thru of each game, but takes a different approach with their latest release, Ultima. "Ultima is such a complex and challenging game, it is often hard to give callers just one or two clues and expect them to get anywhere. Specific tips are needed to get through each of the game's different challenges." While it may be intricate and have plenty of RPG and adventure elements, there are some questions that are more common than others. 'Where is Sherri located', where is the mystic sword', and 'where is Ambrosia' are three of the most asked questions that each have answers that explain other parts of the adventure. Everything is tied together and affects another part of the game which players seem to like."

Robert at Tecmo notices that "the age group varies, and it depends a lot on the games. For some games, I get a lot of adult calls. Our game Rygar, for instance, has callers that are a bit younger, while Solomon's Key had a older following due to the strategy overtones."

Donn Nauert agrees, "most of the calls for Zanac, Seicross, and other action games are from younger players, while those for the others, including



A game counselor in his native environment. SNK pro Mark Margulies fields another call from an SNK game player.

# It takes more than guts to command Airwolf.<sup>TM</sup>



## AIRWOLF

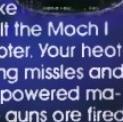
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the bulk of the calls for Ultima have been in their upper twenties, thirties, and forties."

Mike Arkin works with Jennifer Paschal at Acclaim Entertainment. He is becoming aware of a growing trend of women and girls playing the games. "We're getting a lot of calls from female players. They like the fact that we've added some female characters into



*Byron Cook from Tradewest*

our new games like Knight Rider. The women and girls seem to like it."

Nearly all the game counselors we interviewed had mentioned the overwhelming bumper of callers that seek tips, tricks, codes, and other secret information that's not usually printed in the manuals. At Tradewest, Byron Cook says, "The callers want to know about the hidden things in the game, or if there is anything not listed in the in-

struction book."

Robert at Tecmo estimates that most of the calls are for hints and tips also, and sometimes they'll ask questions about totally unforeseen situations. Sometimes, however, these unusual techniques will backfire. "Kids will do things in a game that you wouldn't ordinarily do, just to see what happens. There's a spot in Rygar where you can leap off the edge of the floating castle and fall into another castle. You never would expect anyone to do that. Instead of dying, you get trapped inside there and because there's no time limit on Rygar you have to unplug the cartridge and lose absolutely everything you've worked for!"

Game counselors also receive a lot of questions concerning availability of games. "When's P.O.W. coming out?", "Will you be making a sequel to Ultima?", or "Can I buy carts straight from you?" are some of the most frequently asked questions. The majority of callers want code words, secret continuities, of hidden power-ups and level selects. Free meo awards, revealing hidden objects, or improving your fighting abilities are also valuable tricks.

There are major differences of opinion on the practice of giving out secrets and tips such as these. Activision's Tooy Van comments, "A lot of people like the secrets and power-ups. The way I feel about it, it's kind of a drag for some people to be able to play forever and some people can't. We like to have

all of our info upfront and make the game fair to play for everyone."

Robert at Tecmo agrees with the difficulty of figuring out some of the codes. "Some of those codes are impossible. Like the one for Rambo (a combination of 32 separate letters and numbers) or Metal Gear (five sets of five letters). Given all the possibilities, that would seem pretty much impossible."



*Tom Grice of Vic Tokai*

But some of the other Game Counselors don't share Robert's positive attitude towards publishing tips and secrets. Tom Popelka of Hal America views the effect of these tips in this way: "When you see tips or a manual coming out on a game that has taken two years to develop, and there's a trick that is released thirty days after the game that gives the kids a shortcut to the coding, then where do you go? It can also limit

## What to know before you call...

Here are some helpful hints on how you can get all of your questions answered without running up the phone bill...

Phone counselors often answer hundreds of calls a day from enthusiastic game players from around the country who want to have the latest tips, release dates, or secrets. To answer your questions, however, there are several things that should be remembered before you even pick up the phone. Observing these phone counseling rules will allow you to not only get your questions answered promptly, but also enable others to call!

- 1) Read all the way through the manual carefully and play the game as much as you can. Give it a little effort, you may solve your problems by yourself!
- 2) Know what to ask! Where are you in the game and what exactly has you stumped. Know your questions!
- 3) Try to limit your questions to three or less. If you tie up the lines more than a couple of minutes you may be preventing others from calling!

the enjoyment that a player receives, especially if the game has multiple endings and only one ending is published."

"The player's need to know how to face a little frustration thrown in the game. I think the game counselors can get them back on track. If a player gets really stuck, a game counselor can get them over the hump, but not necessarily give them all the solutions. Give them some ideas, but only enough for the player to try harder."

Patrick at Konami agrees with the aim of aiding a caller, and not in telling everything. "I'll have people call in and say they found such and such hint or clue in a game before hearing about it anywhere else and I think it makes them feel a little bit better about themselves. To be able to come up with that information by themselves."

Byron Cook, however, takes a different approach to giving away game secrets. "I don't really agree with the attitude of limiting questions or answers. I feel it's better just to talk, and to say as much as the people want to hear. I'm sure", he continues, "it cuts out other people who are calling in, but it's better than the old phrase, 'Oh, I'm sorry, I have to go now,' which I've personally heard from some game counselors.

While many may see the job of game counselor as the ultimate in fun, it's not all high scores. "It's a serious job," says Tom Popelka at Hal America. "Most of my friends think it's a great way to make a living, but it's not as easy as they imagine. Most of them think it's like Tom Hanks in the movie 'Big'; just sitting around playing games all day. But it's so much more than that."

So remember, the next time you call, be thankful that there are experts on the other end of the phone with the patience and information to help you out of any type of jam that may come along. They pay for your quickly answered questions with plenty of hard work, an enthusiastic attitude, and high scores that are responsible for some of the meanest rapid fire blisters around.

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Ploy by yourself, or with another player, and see who's left at the end, you or a swarm of hideous Xenos.

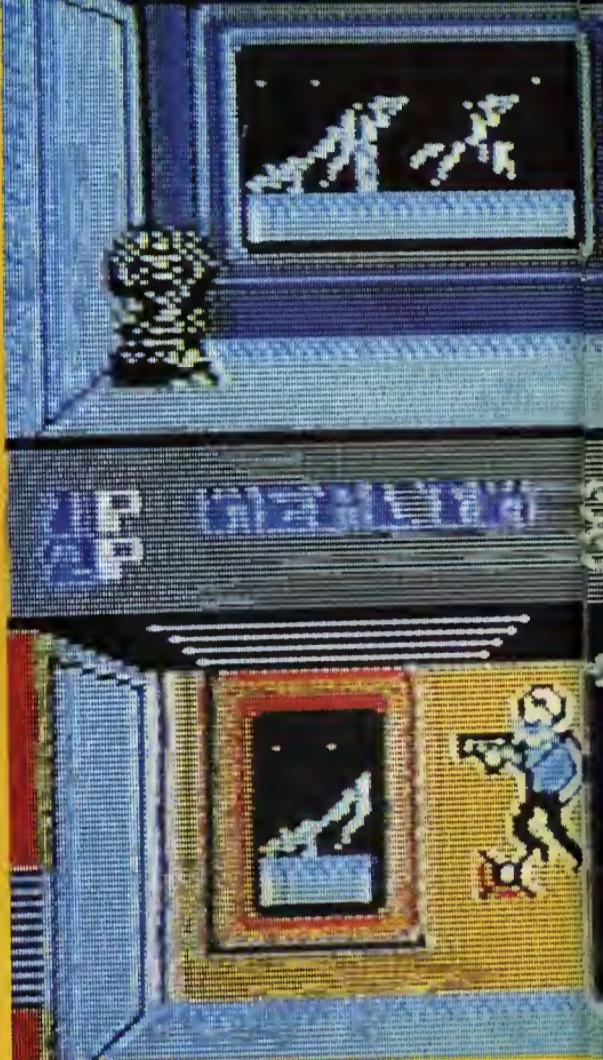
No matter how you ploy it, you're in for trouble this time.

**Double trouble.**

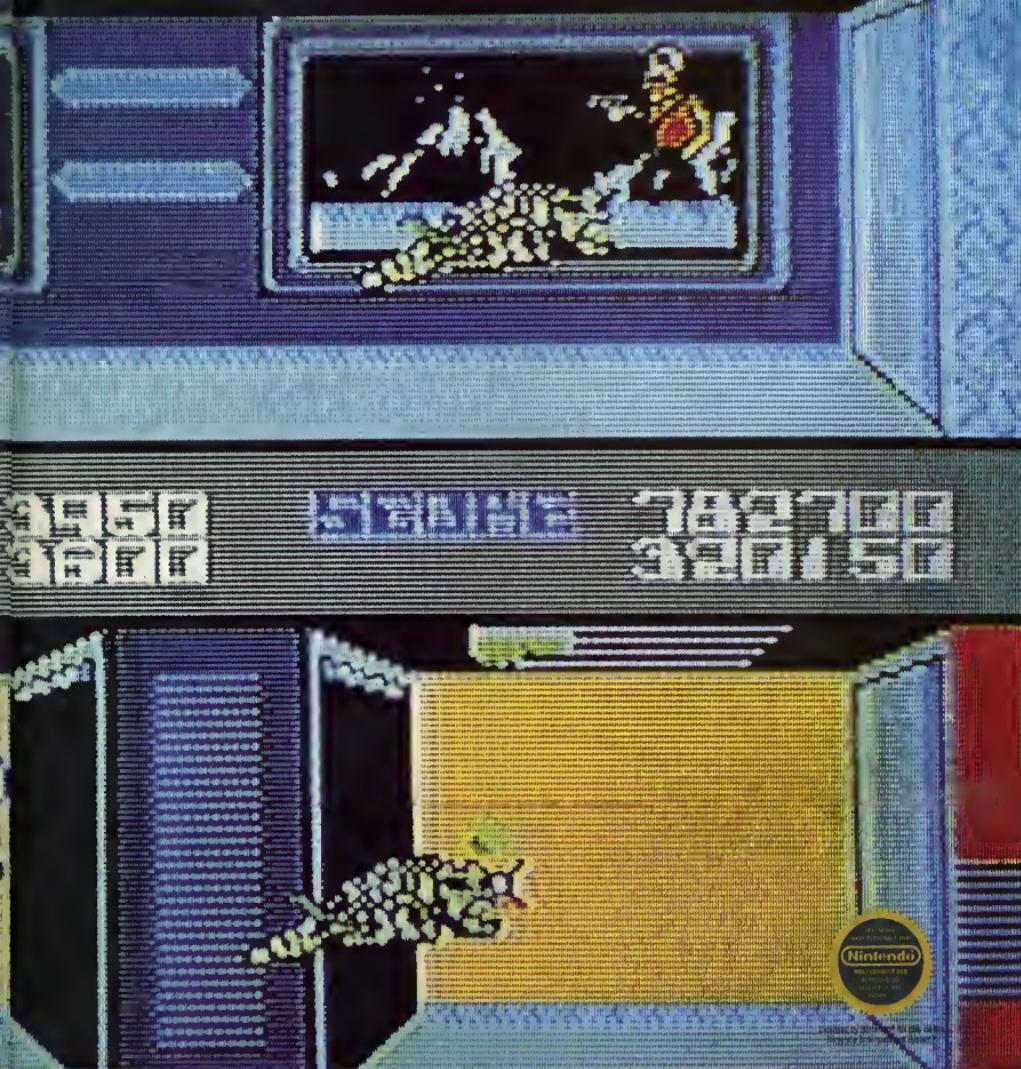
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**Secret Continue** - Unknown to most, there is a very special continue feature built in to Adventure Island. To activate the continue mode, which lets you keep playing from the same level as you ended on, you must reach the end of level 1-1. Suspended in air near the end goal line, directly above the edge of the island, is a hidden egg. Jump in the air and throw your tomahawk to expose the egg and then again to crack it open. You'll discover the secret 'Hudson Bee'! Grab the Bee and finish the round. For the rest of the game you can now continue by holding up and pushing 'Start' in the title screen!



## ADVENTURES OF LINK

Nintendo

**Hidden Town** - When you encounter a spider blow your whistle to eliminate it. Move right and continue eastward until you encounter a cave. Enter the cave and keep moving right until you see daylight again. Use the hammer in the forest to your right to chop down some trees and uncover the hidden town of Kasuto. This town is very important because it will not only have two magic containers, (if you don't already have six on arrival), and a new spell which will be the key to finding another item in the town!



## ADVENTURES OF LOLO

Hol America

**Defeat Alma** - Here's a sure-fire method of getting past Alma in floor 3-2. First, take the heart framer that is between the rocks, and move it next to the water. Then move Lolo two spaces down and face him right. Use a magic shot to encase Alma in an egg. Push the egg in between the rocks on the lower-right side. Use the nearest emerald framer to block it in. Use your second magic shot to encase the skull in the lower-center part of the screen, and push that egg into the water. Walk to the island over the egg, and take the heart framer there. Walk across the egg as it floats by, and land just above the skull on the left side. Take the last two heart framers and the jewel box before the skull reappears!

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2 speed levels



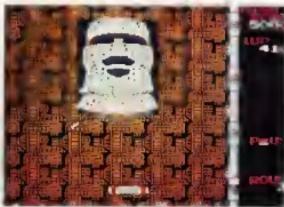
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# TOP SECRET



## ARKANOID

Taito

**Level Select** - To begin your game on any level up to 16, hold 'A', 'B', and press 'Select' five times on controller one and then press the button on the paddle controller to choose which board to start on.

**Continue** - To resume play on the same round that finished you off, wait for the title screen to appear and then hold 'A', 'B', and then press 'Select' five times. Push the button on the paddle controller to start your new game!



## BASES LOADED

Jesco

**Secret Code** - To complete the season and finish the game, you must first win 80 matches. This special Pass Key will help you reach that goal by starting your team out with 79 wins! During the Pass Key prompt, input the following code:

**D-N-B-H-J-G-H**

All you have to do is complete this last game and the championship will be yours (not to mention a fancy ending)!



## BIONIC COMMANDO

Capcom

**Secret Exit** - To leave a level anytime during play, simply hold 'Start' and push the 'A' and 'B' buttons simultaneously. This will give you a way to make a quick escape whenever it's needed!

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# TOP SECRET



## BUBBLE BOBBLE

Taito

**Secret Code** - To start at the end of the "Regular" Bubble Bobble game, enter this code during the Pass Key screen:

**E E C J J**

To begin at even higher levels, use this code which takes you to the last screen (right before the Boss) of the "Super" Bubble Bobble game:

**E E C F G**

**Two Player Join-In** - To bring another player to the game at any time, push 'A', 'B', and 'Select' simultaneously. This trick is important because you must have two players on-screen when you defeat the Boss for a "Happy Ending"!



## BUMP 'N' JUMP

Via Tokel

**Secret Continue** - To continue on the same level that your game ended on, input the following controller moves in order. First, on controller one, hold 'Select', then on controller two, push 'A' and 'B' simultaneously. Finally, push 'Start' on controller one twice. This will warp you to the last round you were previously playing!

**50,000 Point Bonus** - To rack up a cool 50,000 at the end of every round, *AVOID* all the enemy vehicles that get in your way! If you successfully navigate each level without destroying a bad guy, you'll be rewarded with this special bonus!



## COMMANDO

Capcom

**Ladder Reveal** - Normally you have to grenade the hidden openings to the underground bonus rooms in order to locate them, but with this special trick you'll see every one without losing any of your weapons! Prior to starting your game, during the title screen, push Left, Left, Left, 'B', 'B', 'A', 'A', 'A', 'A', on controller two and then push 'Start' on controller one. This will reveal all of the secret passageways through all four game levels!

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## CONTRA

Konami

**30 Free Men** - To begin your attack against the Red Falcon organization with thirty men in reserve push Up, Up, Down, Down, Left, Right, Left, Right, 'B', 'A', and then 'Start' during the title screen. This is a sure fire method of putting the odds in YOUR favor!



## DEADLY TOWERS

Brederbund

**Secret Code** - Deadly Towers is one of the most difficult games around for your Nintendo Entertainment System, but with this special code you can start with all the bells burned and maximum weapons and health! Enter this code during the Pass Key screen:

**5 4 D K D K Y I S B**

Be sure to move past the first doorway outside of the castle and go straight to the second door to the right. Move up the final tower and you'll eventually reach the lair of the Big Boss!



## DR. CHAOS

FCI

**Secret Code** - To begin the Dr. Chaos adventure at its end, use the following Pass Key code:

**W P J S O 2 S G  
6 V K 6 C H 7 7 L**

In addition to skipping to the final screens, this code will also arm you with all the necessary and available weapons and power-ups!

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**TOP SECRET**



## FLYING DRAGON

Culture Brain

Secret Code - To jump kick your way straight to the World Championships, use this super Pass Key code:

B A A A

Not only will you skip the earlier levels of play, you'll also retain an abundance of training and various fighting skills!



## GAUNTLET

Tengen

Secret Code - Begin your quest in room 79 with plenty of keys, bombs, and power-ups with these special Pass Keys. Each one represents a different Gauntlet character:

Valkyrie - 43C-BBI-HYZ  
Elf - 43C-BBI-HYY  
Wizard - 43C-BBI-HZY  
Warrior - 43C-BBI-HZZ

To enter Morak's hidden vault in room 100, use the combination X R T W 9 Y 7. Remember that this combination will only work with the above entry codes.



## GHOSTS AND GOBLINS

Capcom

Level Select - Start your Ghosts and Goblins adventure on any round, or go against Lucifer himself! Initiate the select mode by entering the following moves during the title screen. First, while holding the pad to the Right, press 'B', 'B', 'B'. Next, press the pad Up and release, and then push 'B', 'B', 'B' once more. Repeat this by pressing the pad Left and releasing it, and then push 'B', 'B', 'B'. Finally, push the pad Down and release, and then hit 'B', 'B', 'B' one last time. Push 'Start' to transfer to the select screen and use the pad to choose your level!

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# TOP SECRET



## GRADIUS

Konami

**Power-Up** - Conquer the Gradius universe with this special tip that starts you off with one speed-up, one missile, two options, plus shield! Begin the game and press 'Start' to pause play. Next, press Up, Up, Down, Down, Left, Right, Left, Right, 'B', and then 'A' on controller one. Press 'Start' once again to return to play with all the goodies mentioned above. Remember, this trick only works once per level.

**Continue** - Battle hack on the same level you were finished off by pressing Down, Up, 'B', 'A', 'B', 'A', 'B', 'A', 'B', 'A' and then 'Start' when your game ends.

**Rapid Fire** - Put those rapid fire joysticks to shame with this tip! Take the power option to '3' and make sure the thousands digit is zero. Get another power-up but keep the thousands digit at zero. Hold down A for rapid fire action!



## GYROUSS

Copco

**Special Machine Gun Power-Up** - You can take on the Wild West with more than just your pistols by using this super secret trick! On controller one, press 'A', 'A', 'A', 'A', followed by 'Select', 'Select', 'Select', 'Select', and then Right, Right and finally 'Start' to begin your game. Go to the power-up sub-screen and you'll have the machine gun with three hundred rounds of ammo!



## GYRUSS

Konami

**30 Free Men** - Take to the stars and battle the invading Gyruussian forces with an entire squadron of 30 space ships! To begin with a stockpile of 30 extra ships, press 'A', 'B', Right, Left, Right, Left, Down, Down, Up, Up and then 'Start'.

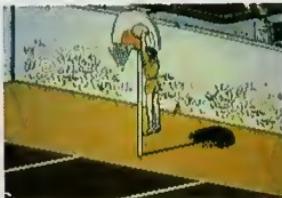
## HOOPS

Jaleo

**Secret Code** - Slam dunk your friends with this pre-game level select code! During the Pass Key screen, type in the following sequence of letters:

**PPCQXCRCY**

This code will start you on game 28! Once you win two more matches against the computer opponents you will finish the game and get to see what the future has in store for all the basketball stars featured in the game!



## ICE HOCKEY

Nintendo

**No Goalies Trick** - Ice Hockey is a tough game, but you can make it even tougher by eliminating the goalies! With this special trick you can play Ice Hockey with no goalies on either side. During the title screen hold 'A' and 'B' on controllers one and two and push start on controller one! That's all you have to do! Now you can pass the puck and take a clean shot every time you play!



## IKARI WARRIORS

SNK

**Special Continue** - Push ahead warrior! With this trick you can start your game from the exact position that you died! When your last man bites the dust, press 'A', 'B', 'B', 'A', before the title screen appears and you'll receive three new men at the same position. (Note: This trick will not work on the last level (4) of the game).

**Level Select** - To start on any of Ikari Warriors' four levels press Up, Down, 'A', 'A', 'B', Left, Right, 'A', 'B', Up, 'A', Down, Right, Right, Left, 'B', Up, Left, 'A', Right, 'B', Left, Right, 'A', Left, Up, 'A', Down, 'A', Right, Left, 'B', and then 'Start' during the title screen.



TOP SECRET



## IRON TANK

SNK

**Secret Code** - If you want to start your battle deep behind enemy lines, then this is the code to use! When the password screen appears before the game starts, enter the secret number:

**2110944**

This will warp you to the Axis Powers' main fortification. This code also places you in a position to retrieve plenty of weapon power-ups for the final battle against the bad guys!



## KARNOV

Data East

**Level Select** - Wait for the title screen to appear and make sure both controllers are plugged in to complete this trick. On controller one push the 'Select', 'A', and 'B' buttons simultaneously while pushing the stick to the right. With controller two push 'A' repeatedly to reach the level you'd like to tackle first (i.e. push 'A' four times to start on level three, seven times to start on level six, or nine times to begin on the last level).



## KUNG-FU HERO

Culture Brain

**Continue** - Once your game ends, wait for the title screen to appear and hold the 'A' button and press 'Start'. This will return you to the same location you were at before you died.

## LIFE FORCE

Nintendo

**30 Free Men** - Take on the planet eating menace with thirty extra men by using this special trick! During the title screen, push the control pad Up, Up, Down, Down, Left, Right, Left, Right, press the 'B' button, followed by the 'A' button, and then 'Start' to begin play on the first level with 30 free men!



## MAG MAX

FCE

**Hidden Parts** - Assembling your robot warrior Mag Max from the various mechanical pieces strewn across each landscape is vital to higher scores. Now you can bring Max together even quicker with this super power-up tip! All you have to do is shoot the seemingly indestructable grey buildings that occasionally appear six times. This will cause the building to explode and another piece of the Mag Max robot will appear! If you're already completely powered-up, this trick will award you 1,000 points instead! Either way, this trick will rocket you to record scores in no time at all!



## METROID

Nintendo

**Power-Up Code** - Want to turn Samus into a female warrior? With this special code you can do just that, and also warp to one of the highest levels of the game! During the Pass Key screen enter the following code:

**JUSTIN BAILEY**

If you want to start with even more power-ups (like the Ice Beam, Extended Fire, and lots of bombs and health), try this code:

**0 2 2 4 0 0   A 0 0 0 0 0  
0 5 7 0 0 0   0 0 0 0 0 R**



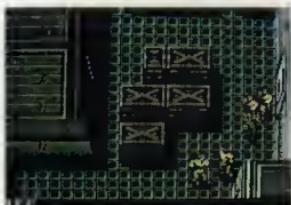
# TOP SECRET



## MEGA MAN 2

Capcom

**Stars Into Chicks** - At the beginning of every round in Mega Man 2 you are greeted by one of the eight Bosses who is presented in front of a field of stars. You can change these stars into tiny chicks with this secret power-up move! When selecting the Boss you plan to pursue, hold the pad in the direction of that Boss on the select screen, hold both the 'A' and 'B' buttons down, and then press 'Start' to begin that level of play. When the introduction screen appears, the bad guy will be whizzing by in a sea of tiny yellow birds!



## METAL GEAR

Konami

**Full Inventory Code** - This pre-game code will allow you to storm through the enemy camp with practically every weapon, power-up, and available enhancement already in your possession. To equip yourself, input:

**SXZIC - GZZZG - UOOOU - UYRZZ - NT0Z3**

**Ending Code** - If you just want to see the ending and final credits, then type in the following code:

**WZRJZ - QZZZD - UJ510 - UIQZZ - NZRZE**

Be sure to leave the complex through the left door. If you use either the middle or right elevator, your escape will be impossible!

## MICKEY MOUSECAPADE

Capcom



**Level Select** - Warp to any of four different levels with this special select option! To go right to the Castle ending, hold Up on the pad, hold the 'Select' button, and press 'Start'. Advance to the Ocean scene by holding the pad Right, the 'Select' button, and pressing 'Start'. Begin on the Pirate Ship by holding Down, holding the 'Select' button, and then pressing 'Start'. Go to the Woods by holding Left, holding the 'Select' button, and pressing 'Start'.

## MIKE TYSON'S PUNCH-OUT

Mitsanda

**Designer Screen** - Here's a code that will shoot you straight to a special screen that lists all of the designers, programmers, and staff who created Mike Tyson's Punch-Out!! Use the Pass Key feature to enter the following code:

106 113 0120

After you enter the last number, hold 'Select' down while pressing the 'A' and 'B' buttons at the same time to start the trick! To enter another world circuit, use the same technique but use 135 792 4680 as the code.

**Tyson Code - Enter 007 373 5963 and press 'Start' to warp straight to Tyson!**

## RACKET ATTACK

104

**Secret Code - Advance to the final match and volley your way to victory with this special password! Enter this sequence during the Pass Key screen:**

RPDHEER

Finish off the last opponent and the game is yours!



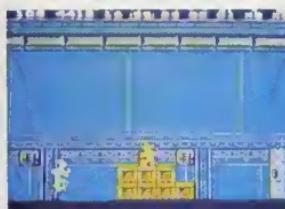
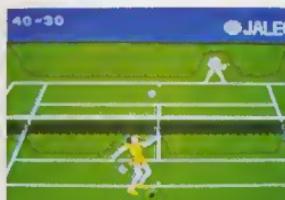
RAMBO

Archiv

**Game End - To begin at the end of the Rambo adventure, enter this secret code during the Pass Key screen:**

yDzBpc71jQ  
0AuT3DnfWW  
3UKTYv4qG5WH

Now you can forget about playing the game! This code will zip you straight to the ending where some jubilant Prisoners of War will heap praise on your superior gaming talents!  
Hee, hee, hee!



-TOP SECRET

# TOP SECRET



## RENEGADE

Tellto

**Level Select** - Punch your way through to the second, third, and fourth levels, simply use the following commands during the title screen:

**Level Two:** On controller two hold Left while on controller one push Down, Up, Right, Up, Left, Up, and 'Start'.

**Level Three:** On controller two hold Down while on controller one push Up, Down, Left, Down, Right, Down, and then 'Start'.

**Level Four:** On controller two hold Up while on one push Down, Down, Up, Up, Right, Left, and then 'Start'.



## SEICROSS

FCL

**Continue** - Start on the same level you died on by holding 'A' and pushing 'Start' during the title screen.

**Invincibility** - Forget about losing any men with this top secret tip! To initiate the invincibility option hold the pad to the Left while holding the 'A' and 'B' buttons as well. Then, on controller one, push Up, Up, Down, Down, and press 'Start' to begin no-kill play!

**Difficulty Select** - Adjust the game difficulty (warp ahead) by holding the 'A' and 'B' buttons and the pad to the Left on controller two, and then select level with the 'A' and 'B' buttons on controller one.

## SIMON'S QUEST

Kosom

**Secret Code** - Start the Castlevania Quest with all available power-up items by entering this code during the Pass Key screen:

MS60 QVCW

IVKU UFBC



## **SKY KID**

Sunsoft

Continue - Sky Kid may look simple, but it's really one of the most challenging games available for the NES. Now you can continue your battle, at the same level, by using this hidden continue! On controller two hold the pad Down and to the Left diagonally and then press 'Start' on controller one! This will continue your game on the same level that you previously died on!



## **SOLOMAN'S KEY**

Tsemo

Dana Into Bomb Jack - Get to the 17th level on your first man and then hit the far-right unbreakable grey block that is mid-way up the screen eleven times. This will release Mighty bomb Jack from the block and will turn all of the characters on-screen into bonus fairies!



## **SPY HUNTER**

Sunsoft

Weapon Power-Up - Take to the road will all the available weapons and ten men by holding 'A', 'B', 'Select' and the pad to the Right at the same time. While doing this, press 'Start' to begin your game with a bundle of extra goodies!



**TOP SECRET**

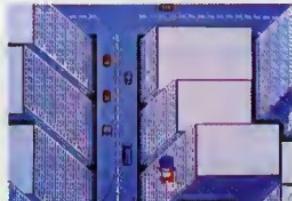
# TOP SECRET



## SUPER PITFALL

Activision

**Continue** - During the title screen press 'A', 'A', 'A', 'Select', 'Select', and then 'Start' to return to the same position you were previously at.



## SUPERMAN

Sierra

**Secret Code** - Jump into the shoes of the "Man of Steel" with this special code that is guaranteed to give you the upper-hand against the Lex Luthor and the bad guys! During the Pass Key screen input the following code:

**GIAJBYCQSBI0AX|APXRG**

This will start you with full power and all the items you'll need to overcome the challenges that await!



## TECMO BOWL

Tecmo

**Secret Code** - Before you can finish Tecmo Bowl you must first beat all of the league's rival teams. Use this handy code to warp to the end of the season:

**9L7FBFAS**

This will put you against Dallas for the final challenge of the game!

## TIGER HELI

Acclaim

Continue - After losing your last life, immediately hold the 'A' and 'B' buttons simultaneously and you will be given three more lives and will resume play from the same position that you left off!



## TROJAN

Capcom

Continue - During the title screen hold the pad Up and push 'Start' to begin at the same place where you left off in your previous game!



## VICTORY ROAD: IKARI 2

SNK

Continue - Continue your battle against Zang Zip by pressing 'A', 'B', 'B', 'A' when your last warrior bites the dust. This will place three more men in reserve and allow you to proceed deeper into the game! Remember, however, that this trick will not work in Victory Road's final level!



=TOP SECRET=

# TOP SECRET



## WORLD RUNNER 3-D

Aeselin

**Secret Continua** - To continue on the same level that your game ended on, input the following controller when your game ends. Push the pad up and press the 'A' button simultaneously before pressing 'Start'. This will let you continue on to final victory at the end of level 8.



## ZANAC

F01

**Level Select** - To enter battle in areas one through ten, push the reset button on the NES unit 13 times, move the prompt on the title screen to "Continue" and push right or left to select the level that you would like to start at.

**Big Ship** - Increase the size of your ship by holding the 'A' and 'B' buttons during the title screen and pressing 'Start'.

**Continue** - To continue on rounds 11 and higher, move the selector to "Continue" and hold 'A' and Up at the same time before pushing 'Start'.

**1-Up Trick** - Get six "6" power-ups and everything on-screen will turn into a 1-Up!



## 1943

Capcom

**Secret Code** - Take to the air with a full complement of energy, offensive and defensive power-ups, and warp right to wave 23 by using this special combination:

TY19U

Complete levels 23 and 24 and the game ends with a spectacular fanfare!

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